artdaq Demo - Bug #25422

Fix ASCII simulator throttle paramter

01/20/2021 11:13 AM - Eric Flumerfelt

Status:	Closed		**Start date:**	01/20/2021
Priority:	Normal		**Due date:**	
Assignee:	Eric Flumerfelt		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:	artdaq_demo v3_09_05			
Co-Assignees:				

Description

Right now, the throttle_usecs parameter to the ASCII Simulator is not respected, causing it to generate data at the maximum rate possible.

History

#1 - 01/20/2021 11:14 AM - Eric Flumerfelt

- Assignee set to Eric Flumerfelt

- Status changed from New to Resolved

Resolved on bugfix/25422_AsciiSimulator_FixThrottle

#2 - 02/24/2021 08:45 PM - Gennadiy Lukhanin

- Status changed from Resolved to Reviewed

Branch bugfix/25422_AsciiSimulator_FixThrottle was tested on the SBN-ND cluster.
Setting the throttle_usecs parameter to 1E6 and 1E7 resulted in fragment rates of about 1Hz and 0.1Hz, respectively; see runs 650 & 651.

#3 - 03/01/2021 12:28 PM - Eric Flumerfelt

- Target version set to artdaq_demo v3_09_05

- Status changed from Reviewed to Closed